

# KILLER INSTINCT

Nintendo

PLAYER'S GUIDE



The complete Player's Guide to Killer Instinct—straight from the pros at **NINTENDO POWER**





# KILLER INSTINCT™

Welcome to the future, a world controlled by Ultratech. In an effort to enhance broadcast revenue, Ultratech, a mega-corporation, has created the bloodiest public spectacle since the time of Roman gladiators. Survival here requires more than fighting skills—it demands a Killer Instinct.

## STAFF

Publisher	M. Arokawa
Editor-in-Chief	Gail Tilden
Production Manager	Yoshio Tsutsumi
Senior Editor	Leslie Swann
Writers	Berry Munson Paul Shinoda
Design	V-Design Inc.
Director	Yoshi Drimo
Art Director	Hiroko Nagami
Layout	Hirotsugu Ogawa
Designers	Scott Dawnes Hiroshi Nakao Wendy Salvatori
Design Assistants	Brandon Boltzell Jeff Hazard Marty Pappas
Project Coordinator	Karl Deckard
Production Coordinator	Nancy Ramsey
Electronic Prepress	Jim Catechi Michael Sinkula David Wharton
Game Consultants	Ken Berger Joseph Bayne Marc Doyal Martin Doyal Ken Lobb Isaac Marshall Sean McVeigh Henry Sterchi Armond Williams

The Killer Instinct Player's Guide is published only by Nintendo of America Inc., 4800 Fifth Ave. N.E., Redmond, Washington, 98074, at \$9 in the U.S.A. (\$9.50 in Canada, 1995) by Nintendo of America. All rights reserved. Nothing that appears in the Killer Instinct Player's Guide may be printed in whole or in part without express written permission from Nintendo of America Inc. Printed in the U.S.A. Killer Instinct ©1994, 1995 Nintendo/Game Boy by Nintendo.

# contents

## Killer Techniques 4

# KILLER INSTINCT



### JAGO 12

Special Moves	14
Combos	16
Finishing Touches	20



### T.J. COMBO 22

Special Moves	24
Combos	26
Finishing Touches	30



### B. ORCHID 32

Special Moves	34
Combos	36
Finishing Touches	40



### CHIEF THUNDER 42

Special Moves	44
Combos	46
Finishing Touches	50

MISSING

PAGE

;;

MISSING

PAGE

;;

## ONE-PLAYER MODE

You now enter the Killer Instinct arena, fighting until you stand triumphant over all or until you collapse in ignominious defeat!

## TWO-PLAYER MODE

The Vs. Mode pits you against a second player, each of you battling for supremacy. Now the real fun—and challenge—begins!

## TOURNAMENT MODE

The Tournament Mode is the final test of your fighting prowess. You can enter the names of up to eight different combatants. The computer will then set up and coordinate matches between the fighters.



## COLOR SELECT

You can select from among several color palettes for your character. When choosing your fighter, press Up and Down on the Control Pad to scroll through the choices.

After all, you want to look your best for your rabid fans!



## STAGE SELECT

↑QP	ICE TEMPLE
↑MP	SKULL CHAMBER
↑FP	ICE STATUE
↑QK	CASTLE ROOFTOP
↑MK	CITY ROOFTOP
↑FK	DESERT ROOFTOP
↓QP	DESERT BRIDGE
↓MP	PALACE INTERIOR
↓FP	LAVA BRIDGE
↓QK	CITY STREET
↓MK	SKY PLATFORM
↓FK	INDUSTRIAL COMPLEX

## COMBO BREAKER MODE

This option can help even the odds between players of different skill levels by making it easier or tougher to interrupt, or break, a combo move.



## FAST MODE

You can speed up the action with the fast mode code. You want the code? Finish the game on the "hard" level in One-Player mode. Not good enough? Work on your form—you've got all the information right here in your sweaty little hands to beat the game. You could consult other sources, but they probably stole their tips from the guide you're reading right now. Don't be lame. Just do it.

## RANDOM SELECT

If you're really confident in your fighting skills (or skeptical about your opponent's), you can have the computer select your fighter for you by pressing Up and Start. This option works in the Two-Player and Tournament Modes, and it's not for the inexperienced or the faint of heart!

## MUSIC SELECT

In Two-Player Mode, you can select the arena that you fight in and the music you'll hear as you battle. On the Character Select screen, access different arenas and music by holding Up and pressing different attack buttons.

# KILLER COMBOS

Even with superior physical prowess, victory won't be easy. At the beginning of each character's section, there's a chart showing that fighter's basic combo components and patterns.

## OPENERS

The first component of a combo is a move called the opener. By itself, the opener is just a normal one- or four-hit attack, but if you follow it with the correct punch or kick (called the auto double), you'll activate a combo.



## LINKERS

An opener-auto double combo can be extended further by adding another special move called a linker. Each fighter has only one linker, and it's usually the reverse form of one of the openers.

## TOP ATTACKS

Most openers are special moves, but you can also start a combo with a top attack. This move works only when your opponent is crouched down. All fighters use the same top attack, which is Back and a Fierce Punch, but auto doubles will vary.



## AUTO DOUBLES

The auto double automatically adds two or three hits to your opener, hence its name. Only particular punches or kicks will work with each opener.



### ENDOKUKEN ☆☆☆ ANY PUNCH

The Endokuken is a projectile attack that releases a giant orb in the direction of your opponent. It's useful for keeping enemies at bay. Activate the magical charge by pressing Down, Down-Foward, Forward and any punch button. The scaling orb is especially effective against opponents who prefer long range attacks.



### WIND KICK ☆☆☆

Jago's Wind Kick is a popular opener for most players. Press Down-Foward, Down, Down-Back and any kick button. The strength of this kick decreases less for the more levels. Jago is immune to projectiles while airborne.



### LASER BLADE ☆☆☆

The killing edge of the hollow Laser Blade is a critical linker for most of Jago's combinations. The move works by creating the open space for other combos. End Jago in your opponent's face by pressing Down-Foward, Down, Down-Back, and pressing a Fierce Punch.



JUMP-INS: PATTERN 2

TOP ATTACK, FK or QK

TOP ATTACKS

JUMP-INS

OPENERS

AUTO DOUBLES



## SPECIAL MOVES

Also shown on the combo pages are other special moves. These are usually solo moves that aren't parts of combos but that can be used for special effects or to stun an adversary before a combo.

### SPECIAL MOVES

#### TIGER FURY ANY PUNCH

The Tiger Fury is a devastating opponent capable of driving your opponent off their feet. Simply press Forward, Down, Down-Forward, and any punch button, then slowly to dash off your feet with a well-timed Presidential Mien. Enkaku's firstborn as they crash back down to earth.



#### LASER BLADE



#### WIND KICK

#### SHOCK FURY

#### SHOCK FURY

#### SHOCK FURY

#### SHOCK FURY

#### SHOCK FURY

#### SHOCK FURY

#### SHOCK FURY

#### SHOCK FURY

#### SHOCK FURY

#### SHOCK FURY

#### SHOCK FURY

#### SHOCK FURY

#### SHOCK FURY

#### SHOCK FURY

#### SHOCK FURY

#### SHOCK FURY

#### SHOCK FURY

#### SHOCK FURY

## ENDERS

After the second auto double comes the ender. Like openers, enders often produce special effects and extra hits.



## JUMP-INS

A jump-in is an attack that hits your opponent while you're still in the air. When followed by the proper ground-level auto double, you'll get a short combo. Common jump-ins are shown in the following charts.

### PATTERN 1

FP-MK  
MK-FP  
FK-MP  
MP-FK  
QP-QK  
QK-QP

SABREWOLF  
RIPTOR  
SPINAL  
GLACIUS  
T.J. COMBO

### PATTERN 2

FP-MK  
MK-FP (DUCK)  
FK-MP  
MP-FK  
QP-QK  
QK-QP

CHIEF THUNDER  
JAGO

### PATTERN 3

FP-MK  
MK-FP  
FK-MP (DUCK)  
MP-FK  
QP-QK  
QK-QP

B. ORCHID

### PATTERN 4

FP-MK  
MK-FP  
FK-MP  
MP-FK (DUCK)  
QP-QK  
QK-QP

CINDER

### PATTERN 5

FP-MK  
MK-FP  
FK-MP  
MP-FK  
QP-QK (DUCK)  
QK-QP

FULGORE

# VICIOUS VARIANTS

While most combos follow the same basic building pattern, there are some interesting variations. Some variants are shown in order of difficulty, on the pages after each combo table.

## WHY USE COMBOS?

Simply put, combos are very economical! Combos score more hits and points with fewer commands, and they're tougher to defend against than normal attacks.



## COMBO LEVELS

The variant combos are listed in groups of three, according to difficulty. There are a lot more variants out there, and it's up to you to find them!

### BEGINNER

The Beginner Combos generally have an opener, an auto double and an ender. They range from six to eight hits in length.



### INTERMEDIATE

The Intermediate Combos are also six to eight hits long, but they start with jump ins. This makes them riskier than standard, ground-level attacks.



### ADVANCED

The Advanced Combos can score nine or more hits. They're full-length combos, including an opener, auto double, linker, second auto double and ender.



### ELITE

The Elite Combos feature lots of special moves that are difficult to string together. You'd better train hard before you try these babies in combat!



## DIFFICULTY

## COMMANDS

## COMBOS

BEGINNER



MOVE  
\*\*\* FK, QK  
\*\*\* MK



\*\*\* FK, MK  
\*\*\* FP  
MOVE



MOVE  
\*\*\* FK, QK  
\*\*\* QP



OTHER MOVES  
\*\*\* FK, QK  
\*\*\* QP

OTHER MOVES  
\*\*\* MK, QK  
\*\*\* MK

OTHER MOVES  
\*\*\* MK, QK  
\*\*\* QP

16

## SAMPLE COMBO

## SEQUENCE

Throughout these pages, you'll see moves written out using arrows to indicate the direction the Control Pad should be pressed. These instructions assume that you're to the left of your opponent. An arrow in parentheses indicates a charge move, for which the Control Pad should be held for a second or two.

### DIFFICULTY

#### BEGINNER



#### INTERMEDIATE



#### ADVANCED



#### ELITE

INTERMEDIATE

## COMBOS

**MOVE**  
JUMP + FK, MP  
↓ ↓ ↓ QP



**OTHER MOVES**  
↓ ↓ ↓ FK, QK  
↓ ↓ ↓ FP

**MOVE**  
JUMP + FP, MK  
↓ ↓ ↓ MK



**OTHER MOVES**  
JUMP + MK, FP  
↓ ↓ ↓ MK

**MOVE**  
JUMP + MP, FK  
↓ ↓ ↓ FP



**OTHER MOVES**  
JUMP + QK, QP  
↓ ↓ ↓ QP

NINTENDO PLAYER'S GUIDE

17

### OTHER MOVES

## SAMPLE COMBO

Each sample combo is illustrated by several photos, just to give you an idea of what it looks like when performed properly.

## OTHER MOVES

Though some combos are unique, you can often substitute one auto double or special move for another. Experiment with each one to see what you can find.

## HIT COUNT

Combos are classified according to the number of hits that are linked together, but the amount of health taken away or number of points awarded will vary.

COMBO NAMES	HITS
TRIPLE	3
SUPER	4
HYPER	5
BRUTAL	6
MASTER	7
AWESOME	8
BLASTER	9
MONSTER	10
KING	11
KILLER	12 AND UP

# DEAD ENDS

Each character's section ends with a list of other special moves that fall outside of normal combo patterns or that work only under special conditions. Armed with this arcane knowledge, you now stand ready to face your ultimate, glorious destiny!

## ULTRA COMBOS

If your opponent is on his second life bar and it's flashing, you can tack an Ultra Combo Activator onto your combo after the third hit to quickly finish the match. You'll land at least 20 hits, and earn a mega-point bonus, too.



## ULTIMATE COMBOS

Like the Ultra Combo, the Ultimate Combo will work only if your opponent's second life bar is flashing. The Ultimate Combo won't score quite as many hits as an Ultra Combo, but it will automatically lead straight into your Danger Move.



## DANGER MOVES

The Danger Move can be unleashed only at the very end of a match, when your opponent's life bar is gone and he's swaying in an exhausted stupor.



## ULTRA COMBOS

## ULTIMATE COMBOS

SPECIALTY

## MOVES

### ULTRA COMBO ACTIVATOR

Like the Ultra Combo, this move is the perfect of sorts of the Ultra Combo. It's a special move that can be used at the end of a match when your opponent's life bar is flashing. It's a special move that can be used at the end of a match when your opponent's life bar is flashing.



### ULTIMATE COMBO ACTIVATOR

Like the Ultimate Combo, this move is the perfect of sorts of the Ultimate Combo. It's a special move that can be used at the end of a match when your opponent's life bar is flashing. It's a special move that can be used at the end of a match when your opponent's life bar is flashing.



### DANGER MOVE

Like the Danger Move, this move is the perfect of sorts of the Danger Move. It's a special move that can be used at the end of a match when your opponent's life bar is flashing. It's a special move that can be used at the end of a match when your opponent's life bar is flashing.



## DANGER MOVES

## HUMILIATIONS

## POST-COMBO BREAKERS

Use a post-combo breaker move to get back in the action and on the offensive. You can execute these counterattacks after successfully breaking a combo.



## POST-COMBO BREAKERS

## AIR DOUBLES

## POST-COMBO BREAKERS

(19)  $F \rightarrow W \rightarrow (20) F$

Start lunch in the garden with Thomas Miller, camel-corded beanie-wearing gourmet. (Lunch from the scorching barrel of a red Diesel is a triple dose of Contraband's Pan.)



## AIR DOUBLE

**JUMP** = FP or FK,  
W & W MK

Jump them through the air with the greatest of ease—and he'll take your dog if you get in his way. While airborne, the Mutt-Kuzzee, Shaver, Diner-Duck and puma Maltese kick.



## COMBO BREAKER

**NOTES**

Japan's Tiger Fung starts a club that has five members: brother, Quaking person, himself, others, Doves-peace and (there's the correct peace) babies in break great happened's Little-peace.



## HUMILIATION

[illegible]

## COMBO BREAKERS

## PRESS/RELEASES

## JUGGLES

## AIR DOUBLES

Air doubles are extremely rare, as they're extremely difficult to do. If both warriors are in the air, you can execute some moves that you normally wouldn't be able to do.



## JUGGLES

If your combo has sent your opponent flying through the air with the greatest of ease, get one more shot in on the way down!



## PRESS/RELEASES

There are different types of Press/Release moves, but those shown here are extra-powerful and can be performed only after you've used a combo breaker.



## COMBO BREAKERS

Break any of your opponent's combos by using combo breakers. The button used depends on the strength of the move that you are trying to break: Quick breaks Medium, Medium breaks Fierce, and Fierce breaks Quick.



## HUMILIATIONS

Rather than ending a match with a bang, use the Humiliation Move to make your dizzy adversary get up and dance!





Jago's Wind Kick is his trademark opener. This flying charge can devastate a stunned opponent.

While difficult to master, Jago is unstoppable in the hands of experienced Killer Instinct players.





Following the guidance of the mighty Tiger Spirit, Jago ventures from his monastery in the icy mountains of Tibet in order to seek spiritual enlightenment. His quest takes him across thousands of miles to the corporate gates of Ultratech. Sensing the evil emanating from the Killer Instinct tournament, the monk knows that he must control the outcome of the event. Jago fights not for personal gain, but to save humanity from a disastrous fate.



## ENDOKUKEN

ANY PUNCH

The Endokuken is a projectile attack that releases a green fireball in the direction of your opponent. It's useful for keeping enemies at bay. Activate the magical charge by pressing Down, Down-Toward, Toward and any punch button. The scalding fireball is especially effective against opponents who prefer long range attacks.



## WIND KICK

Jago's Wind Kick is a popular opener for most players. Press Down-Toward, Down, Down-Back and any kick button. The strength of the kick determines how far the monk leaps. Jago is immune to projectiles while airborne.



PIERCE KICK

MEDIUM KICK

QUICK KICK

MEDIUM KICK

PIERCE PUNCH

QUICK KICK

PIERCE PUNCH

PIERCE PUNCH

QUICK PUNCH

## LASER BLADE

The biting edge of the brilliant Laser Blade is a critical linker for most of Jago's combinations. This sword strike is useful for creating the space you need for killer combos. Cut loose in your opponent's face by tapping Down-Toward, Down, Down-Back, and executing a Fierce Punch.

JUMP-INS: PATTERN 2

TOP ATTACK, FK or QK





## TIGER FURY ANY PUNCH

The Tiger Fury is a devastating uppercut capable of lifting your opponents off their feet. Rapidly press **Down**, **Down-Low**, and any punch button. Get ready to finish off your foes with a well-timed Press/Release Medium Endokuken fireball as they crash back down to earth.



**LASER BLADE**  
   

**FIERCE KICK**

**MEDIUM KICK**

**QUICK KICK**

**WIND KICK**  
   

**TIGER FURY**  
   

**TIGER FURY**  
   

**TIGER FURY**  
   

**ENDOKUKEN**  
   

## COMBOS



**MOVE**  
 ↘ ↓ ↙ FK, QK  
 ↘ ↓ ↙ MK



**MOVE**  
 ↘ ↓ ↙ FK, QK  
 ↓ ↘ → QP



**OTHER MOVES**  
 ↘ ↓ ↙ FK, QK  
 ↓ ↘ → QP

**MOVE**  
 ↘ ↓ ↙ FK, MK  
 → ↓ ↘ FP



**OTHER MOVES**  
 ↘ ↓ ↙ MK, QK  
 ↓ ↘ ↙ MK

**OTHER MOVES**  
 ↘ ↓ ↙ MK, QK  
 → ↓ ↘ QP

## COMBOS

**MOVE**  
JUMP + FK, MP  
↓ ↘ → QP



**OTHER MOVES**  
↘ ↓ ↙ FK, QK  
↘ ↓ ↙ FP

**MOVE**  
JUMP + FP, MK  
↘ ↓ ↙ MK



**OTHER MOVES**  
JUMP + MK, FP  
↘ ↓ ↙ MK

**MOVE**  
JUMP + MP, FK  
→ ↓ ↘ FP



**OTHER MOVES**  
JUMP + QK, QP  
↓ ↘ → QP

## COMBOS

### MOVE

JUMP + MK, ↓ + FP

↘ ↓ ↙ FP, MK

→ ↓ ↘ FP



### MOVE

↘ ↓ ↙ FK, QK

↘ ↓ ↙ FP, FK

→ ↓ ↘ MP



### OTHER MOVES

↘ ↓ ↙ MK, ↓ + FP

→ ↓ ↘ FP

### MOVE

↘ ↓ ↙ FK, QK

↘ ↓ ↙ FP, MK

→ ↓ ↘ FP



### OTHER MOVES

↘ ↓ ↙ MK, ↓ + FP

→ ↓ ↘ QP

# COMBOS

**MOVE**  
 ↘ ↓ ↙ MK, QK  
 ↘ ↓ ↙ FP, QK  
 → ↓ ↘ MP



**TOP ATTACK, QK**  
 ↘ ↓ ↙ FP, QK  
 ↘ ↓ ↙ MK



**MOVE**  
 ↘ ↓ ↙ FP, ↓ + FP  
 ↘ ↓ ↙ FP, QK  
 → ↓ ↘ QP



## MOVES

## ULTRA COMBO ACTIVATOR

MOVE

◆◆◆ QK

Unleash an Ultra combo and make your victim see red! Attach this move to an opener or linker combination while your adversary's red life line is flashing. Quickly press Down-Toward, Down, Down-Back and execute a Quick Kick.



## ULTIMATE COMBO ACTIVATOR

MOVE

◆◆◆◆◆ FP

Jago's devastating Ultimate combo is the product of years of disciplined training and meditation. Press Back, Down-Back, Down, Down-Toward, Toward and land a Fierce Punch as your opponent's crimson life line is flashing.



## DANGER MOVES

MOVE

◆◆◆ QP

Mess with Jago and he'll stick it to you. Let your opponent get the point. While your defeated foe is reeling, move in and tap Back, Toward, Toward and execute a quick gut level punch. Antacid, anyone?



## OTHER MOVES

◆◆◆◆ MP



## POST-COMBO BREAKERS

**MOVE**  
(P) FP ↓ ↘ ↙ (R) FP

Get back in the game with these killer post-combo breaker moves! Choose from the scorching heat of a red fireball or a triple dose of Endokuken fury.



## HUMILIATION

**MOVE**  
↘ ↙ ↘ ↙ ↘ ↙ MK

Teach your defeated adversary the Tibetan Two Step! Before your opponent falls to the ground, quickly press Toward, Down-Toward, Down, Down-Back, Back and execute a Medium Kick.



## AIR DOUBLE

**MOVE**  
JUMP + FP or FK,  
↘ ↙ ↘ MK

Jago flies through the air with the greatest of ease—and he'll ruin your day if you get in his way. While airborne, tap Down-Toward, Down, Down-Back and press Medium Kick.



## COMBO BREAKER

**MOVE**  
↘ ↙ ↘ PUNCH

Jago's Tiger Fury attack doubles as his combo breaker. Quickly press Toward, Down, Down-Toward and choose the correct punch button to break your opponent's combinations.



## JUGGLE

**MOVE**  
(P) MP ↓ ↘ ↙ (R) MP

Nail your opponent for an extra loss as you score more points! As your foe reels from a combination attack, tap Down, Down-Toward, Toward and press and release a Medium Punch.



## PRESS/RELEASE

**MOVE**  
(P) FK ↘ ↙ ↘ (R) FK

Leave a lasting impression on your rivals with this Press/Release technique! This surprisingly fast Wind Kick should leave their bruised egos smarting for hours. Also check out the press/release Quick Endokuken.





While T.J. Combo doesn't have a flashy telegraphation or projectile attack, he packs power behind his punch.

Keep your opponent guessing with T.J. Combo's extensive repertoire of dash reversals and fake-outs.





For five years T. J. Combo held the title of heavy-weight boxing champion of the world, basking in the bright lights and cheering fans.



Then, when an investigation into sports violence blasted Combo's brutality

in the ring and brought negative publicity,

the cheers turned to jeers and the champion was stripped of his title. Discarded among the forgotten garbage of the inner city streets, T.J. trains for the fight of his life and vows to take on all challengers.



## KNEE K.O. MOVE (+)➔

The Knee K.O. attack is effective as both an opener and an ender. Hold Back for a moment, then press Forward and land a Fierce or Quick Kick.



## SPINFIST MOVE (+)➔

The Spinfist is a popular (and often predictable) opener for T.J. Combo players. Hold Back and then tap Forward and unload a Quick Punch.



## REVERSE SPINFIST MOVE (+)➔

If you already know Combo's Spinfist move, the button sequence for the Reverse Spinfist linker is easy and logical—Hold Forward and then tap Back and swing in with a Quick Punch.



## ROLLERCOASTER MOVE (+)➔

The Roller Coaster is one ride your opponent won't want to take. Press Back then Forward while pulling off a Medium Punch. If you charge this move for a full 3 seconds it scores a total of 4 hits.



### TOP ATTACK, ANY KICK

PIERCE  
KICK

MEDIUM KICK

MEDIUM PUNCH

QUICK PUNCH

QUICK  
KICK

MEDIUM KICK

MEDIUM PUNCH

QUICK PUNCH

QUICK  
PUNCH

MEDIUM PUNCH

QUICK PUNCH

QUICK  
PUNCH

MEDIUM KICK

QUICK KICK

MEDIUM  
PUNCH

PIERCE KICK

QUICK PUNCH

PIERCE  
PUNCH

MEDIUM KICK

QUICK KICK

### JUMP-INS: PATTERN 2

## POWERLINE MOVE (+)➔

The Powerline is a running charge that carries T.J. the entire length of the screen. Charge Back, then tap Forward and swing a Fierce Punch.

## CYCLONE MOVE CHARGE FP THEN RELEASE

The Cyclone Punch requires an extended charging time and works best on stunned opponents. Hold the Fierce Punch and then release to watch T.J. begin his long windup. Land this punch and launch your enemy high into the sky.



## REVERSE SPINFIST (+) + QP

FIERCE KICK

MEDIUM KICK

QUICK PUNCH

## KNEE K.O.

MOVE  
(+) + MK

The Medium Knee K.O. is not used in combos as are the other Knee K.O. moves. It does, however, serve as speedy counter to many of your opponent's attacks.



POWERLINE

(+) + FP

ROLLERCOASTER

(+) + MP

SPINFIST

(+) + QP

KNEE K.O.

(+) + FK



# COMBOS

## MOVE

(←) → MP  
(←) → MP



## MOVE

(→) ← QP  
(←) → FK



## OTHER MOVES

(←) → QK, MP  
(←) → MP

(←) → FK, MK  
(←) → FP

## MOVE

(←) → MP  
(←) → FK



Scamersault into your enemy and land a quick series of punches. These basic openers are the foundation for the majority of Combo's advanced attacks.

## COMBOS



### MOVE

JUMP + FP, MK

(←) → FK

### MOVE

JUMP + QK, QP

(←) → MP



### OTHER MOVES

(←) → FK, MP

(←) → FK



JUMP + MP, FK

(←) → QP

### MOVE



## COMBOS

### MOVE

JUMP + QK, QP

(→) ← QP, QP

(←) → FK



### MOVE

(←) → MP, FK

(→) ← QP, MK

(←) → FK



### OTHER MOVES

(←) → QK, QP

(←) → QP, FK

(←) → FP

### MOVE

(←) → FK, MK

(→) ← QP, MK

(←) → FK



# COMBOS



MOVE  
(←)→ MP, FK  
(→)← QP, MK  
(→)← QP, MK  
(←)→ FK



TOP ATTACK, MK  
(→)← QP, MK  
(←)→ FK



## OTHER MOVES

(←)→ QP, MP  
(→)← QP, FK  
(←)→ FK

MOVE  
(←)→ MP, FK  
(→)← QP, FK  
(←)→ MP



# MOVES

## ULTRA COMBO ACTIVATOR

ACTIVE  
(+) + FP

Finish your opponent in championship form! While your foe's red bar is flashing, enter a combo and press Forward, Back and execute a final Fierce Punch. Zing! Bam! Boom! Send 'em to the moon!



## ULTIMATE COMBO ACTIVATOR

MOVE  
↓ + ← + MK

Wait until your opponent's life bar is flashing before you unleash the fury of T.J.'s Ultimate power. After a three-hit opener, tap Down, Down-Back, Back and execute a Medium Kick. Time to hit the showers!



## DANGER MOVES

MOVE  
++ + MP

Don't let your opponent suffer from post-fight back pain—use the Chiropractor move! While your foe is stunned, press Back, Forward, Forward and execute a Medium Punch.



## OTHER MOVES

↓ + → + FK







## POST-COMBO BREAKERS

**MOVE**  
(←) → FP

T.J. loves to play it loud and proud. Turn up the volume and the pain with a Triple Powerline Juggle. When timed properly, this post-combo is a real TKO! Also try a super-charged press/release Powerline.



## HUMILIATION

**MOVE**  
↓↓ QP

Teach your opponent some real footwork! Watch him bounce to the funky beat of the T. J. Combo jam! While your defeated foe is reeling, tap Down two times and finish with a Quick Punch.



## AIR DOUBLE

**MOVE**  
JUMP + FP or FK,  
← MK

Pull off this air double move when you and your foe are simultaneously airborne. Tap Back and then press any kick button.



## COMBO BREAKER

**MOVE**  
(←) → KICK

The Knee K.O. is T.J.'s Combo Breaker. Charge Back, then Forward and select the kick button that is one button less than the move being broken.



## JUGGLE

**MOVE**  
(←) → FP

Before your foe hits the ground, hold Back, then tap Forward and execute a Fierce Punch.



## PRESS/RELEASE

**MOVE**  
(P) FP 3 SEC. (R) FP

Sting like a bee with this press/release move! Press and hold Fierce Punch for three seconds, then let go and execute a Fierce Punch.





The Spinning Sword attack is one of the most spectacular and deadly moves in Orchid's arsenal.

The Fire Cat and Flick Flick attacks are easy openers for most beginners to learn and master.



As a secret agent assigned to investigate mysterious disappearances and events surrounding Ultratech's tournament, B. Orchid strives to blend in with the other fighters. Little is known about this Killer Instinct contestant, and that's the way she likes it. While Orchid's background is shrouded in secrecy, it is no mystery that her fighting skills make her a contender.



## FLIK FLAK **MOVE** (↵)➔

The Flik Flak is a modified cartwheel and favorite opener among B. Orchid fans. Charge Back and then press Toward and activate any kick button. This move also serves as Orchid's combo breaker.



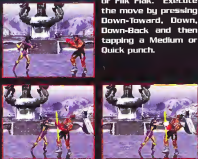
## FIRE CAT **MOVE** (↵)➔

The Fire Cat morphs Orchid into a fiery feline. While in the cat-like state, you'll have refuge from inbound projectiles as you close in on your opponent. Charge Back for a moment, then press Toward and execute any punch.



## ICHI (NI-SAN) **MOVE** (↵)⬇️

Ichi (Ni-San) is a great opener if you don't have several seconds to activate a Fire Cat or Flik Flak. Execute the move by pressing Down-Toward, Down, Down-Back and then tapping a Medium or Quick punch.



### JUMP-INS: PATTERN 3



TOP ATTACK, FK or MP (DUCKING)

## LASAKEN MOVE ↓ ↓ ↓ ANY PUNCH

The Lasaken is a practical projectile useful for keeping your opponent at bay—especially when your life bar is nothing more than a short red brick. Tap out Down, Down-toward, Toward and press any punch button at a smooth, even pace. This attack effectively neutralizes any fireballs or projectiles headed your direction. You can use the Lasaken as an ender, especially after you have swept your opponents off their feet.



REVERSE  
FLIK FLAK  
(→) + MK

MEDIUM KICK

QUICK KICK

LASAKEN  
4 x 5 FP

NIGUU GIRI  
8 x 3 FP

FLIK FLAK  
(→) + MK

FLIK FLAK  
(→) + OK

## NIGUU GIRI MOVE ↓ ↓ ↓ FP

The cartwheeling blades of the Niguu Giri, or Spinning Sword attack, are useful for sweeping your opponents up off their feet. This dizzying display of sword craft requires practice to master, but the result is well worth the effort. Press Down-toward, Down, Down-Back, and execute a Fierce Punch. The spectacular Spinning Sword assault is one of the most stunning moves in B. Orchid's lethal arsenal.



# COMBOS



**MOVE**  
(←)→ FK, ← + FK  
(←)→ MK



**OTHER MOVES**  
(←)→ FK, QP  
↘ ↓ ↙ QP

The Flik Flak is a versatile opener with a variety of auto-double options to keep your opponent off balance.

**MOVE**  
(←)→ MP, FP  
↘ ↓ ↙ FP



**OTHER MOVES**  
(←)→ MP, MK  
↘ ↓ ↙ FP  
(←)→ QP, MK  
↘ ↓ ↙ MP

Depending on which punch button you select, the Fire Cat springs forward in a variety of distances. Add a Spinning Sword attack for an easy Blaster Combo.

**MOVE**  
(←)→ MK, QK  
(←)→ QK



**OTHER MOVES**  
↘ ↓ ↙ MP, QK  
↘ ↓ ↙ FP

This attack is another variation on the Flik Flak opener. Don't fall victim to an easy Combo Breaker—mix up the strength of your auto double buttons.



## MOVE

JUMP + FP, MK  
(←) → MK



## OTHER MOVES

(←) → FK, QP  
(←) → MK

## MOVE

JUMP + QP, QK  
(←) → QK



## OTHER MOVES

(←) → MP, FP  
(←) → QK

## MOVE

JUMP + MK, FP  
↓ ↘ → FP



## COMBOS

### MOVE

JUMP + MK, FP

(→) ← MK, QP

(←) → QK



### MOVE

(←) → MP, QK

(→) ← MK, QP

↘ ↓ ↙ FP



### OTHER MOVES

(←) → MP, FP

↘ ↓ ↙ FP

### MOVE

↘ ↓ ↙ MP, MK

(→) ← MK, QP

(←) → MK





# COMBOS

## MOVE

↘ ↓ ↙ QPX3, QP

(→) ↙ MK, QP

(←) → QK

## MOVE

TOP ATTACK, FK

(→) ↙ MK, QP

↘ ↓ ↙ FP

(←) → MP, FP

(→) ↙ MK, QP

↓ ↘ → FP

## MOVE

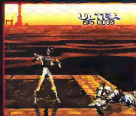


## MOVES

ULTRA COMBO  
ACTIVATOR

**MOVE**  
 (↕)↕ MP

Unleash Orchid's Ultra combo on your adversary! Enter Ultra and Ultimate combinations after your foe's life bar is red and flashing. You must link this combo to one of B. Orchid's openers or linkers. Top Back, Toward and nail your opponent with a Medium Punch.

ULTIMATE  
COMBO  
ACTIVATOR

**MOVE**  
 ↕↕↕↕↕ MK

B. Orchid's Ultimate combo is one of the most impressive attacks in Killer Instinct. Link this combination to an opener after your opponent's life bar is red and flashing. Press Toward, Down-Toward, Down, Down-Back, Back and execute a Medium Kick.

DANGER  
MOVES

**MOVE**  
 ↕↕↕↕ QP

One day Orchid's prince will come, but the contestants in the tournament are ugly toads. While your foe is reeling, tap Toward, Down, Back and press Fierce Punch. Squash the toad with a Fierce Kick. Can you think of a flashier ending?



## OTHER MOVES

↕↕↕↕↕ QP



## POST-COMBO BREAKERS

**MOVE**  
(P) QP  $\downarrow \rightarrow \rightarrow$  (R) QP

Give your foe a triple dose of trouble with this post-combo breaker move. Your reeling opponent won't have a chance under this barrage of inbound Losaken attacks. Orchid's press/release Medium Kick is another valuable addition to her arsenal.



## HUMILIATION

**MOVE**  
 $\downarrow \rightarrow \rightarrow \downarrow \leftarrow$  FP

Transform your defeated enemies into lean, not-so-mean, dancing machines! Before your opponent falls to the ground, press Down-Toward, Down, Down-Back, and release a Pierce Punch.



## AIR DOUBLE

**MOVE**  
JUMP + FP or FK,  
 $\leftarrow$  MK

Knock your foe out with a display of air superiority! While airborne, tap Down, Down-Toward, Toward and let fly with a Quick Punch. Know Orchid's Law of Gravity: If it flies, it dies!



## COMBO BREAKER

**MOVE**  
( $\leftarrow$ )  $\rightarrow$  KICK

Orchid's Flick Flak opener doubles as her combo breaker. Neutralize your foe's combo by charging Back then pressing Toward and selecting the appropriate kick button.



## JUGGLE

**MOVE**  
 $\downarrow \rightarrow \rightarrow$  QP

Keep your foe in the air and add to your combo score with a quick post-combo assault. As your opponent falls to the ground, press Down, Down-Toward, Toward and execute a Quick Punch.



## PRESS/RELEASE

**MOVE**  
(P) FP ( $\leftarrow$ )  $\rightarrow$  (R) FP

B. Orchid's press/release attack requires some timing and dexterity. Hold the Medium Kick Button and evenly tap Down-Toward, Down, Down-Back before releasing the Medium Kick.





Thunder releases the Phoenix Bomb, the only projectile attack that can hit its opponent.

The Windy Scales is a chilling finishing move. The attack are Chief Thunder's trademark closers.



Chief Thunder touts himself as the mystical defender of his people, but his reasons for entering the Killer Instinct tournament are more personal. Last year Thunder's brother, Eagle, suddenly disappeared shortly after



## CHIEF THUNDER

entering Ultratech's contest. Now, Chief Thunder intends to fight his way through the other contenders to solve the mystery and discover the fate of his brother.



## TRIPLAX **MOVE** (+)➔

Thunder executes a Triplax when you hold Back and then press Toward and any punch button. Most players opt for the slower (and more predictable) Fierce Triplax attack as an opener. Avoid a combo breaker by mixing your Triplax with Medium and Quick Punches.



## TOMAHAWK **MOVE** ++

The Tomahawk opener is a difficult mid-air attack that requires both practice and precise timing. While airborne, press Down, Down-Back, Back and then execute a Fierce Punch.



## SAMMAMISH **MOVE** ++

The Sammamish is a flashing Mohawk attack that tears your opponents skyward off their feet. This easy move also serves as Chief Thunder's combo breaker. Quickly press Toward, Down-Toward, Down, Down-Back, Back, and execute any punch.



## JUMP-INS: PATTERN 2



## TOP ATTACK; QK or FK



## PHOENIX

### MOVE **ANY KICK**

Unlike normal projectile attacks, Chief Thunder's Phoenix Fireballs can be controlled after they are launched. Press Down, Down-Toward, and Toward and execute any kick. By holding Up or Down on the Control Pad, you can change the altitude of the Fireball as it homes in on its target.



**REVERSE  
TRIPLAX**  
(→)+MP

**PIERCE KICK**

**MEDIUM KICK**

**QUICK KICK**

**TRIPLAX**  
(→)+FP

**SAMMAMISH**  
+V+S+FP

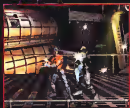
**SAMMAMISH**  
+S+S+MP

**PHOENIX**  
+S+FK

## REVERSE TRIPLAX

### MOVE **(→)+MP**

The Reverse Triplax is an easy opener or linker. Mastering the move is essential for complex combos. Hold Toward and then tap Back while swinging with a Medium Punch.



# COMBOS

**MOVE**  
(←) → FP, MP  
↓ ↘ → FK



**MOVE**  
(←) → QP, FK  
→ ↘ ↓ ↙ ← FP



(←) → MP, MK  
(←) → FP

**MOVE**



The basic combinations featured on this page are seven-hit Master Combos. Enhance Thunder's reputation by adding them to your street fighting repertoire.



## COMBOS



JUMP + MK, ↓ + FP

 ↘ ↘ ↘ ↘ ↘  
 MOVE

 MOVE  
 JUMP + FP, MK  
 (↔) → FP


JUMP + QK, QP

 ↘ ↘ ↘ ↘ ↘  
 MOVE


Each of these jump-in attacks opens at a different strength, making it difficult for your opponent to consistently guess the correct Combo Breaker.



## COMBOS

### MOVE

JUMP + MP, FK

(→) ← MP, FK

→ ↘ ↓ ↵ ← FP



### MOVE

(←) → QP, MP

(→) ← MP, QP

→ ↘ ↓ ↵ ← MP



### OTHER MOVES

(←) → MP, QP

(→) ← MP, FK

(←) → QP

### MOVE

(←) → FP, FK

(→) ← MP, FK

(←) → FP



# COMBOS

W  
E  
L  
L  
C  
O  
M  
E

JUMP +  
↓↙↘ MP, MP  
(→)↘ MP, FK  
→↘↙↘↙↘ FP

MOVE



TOP ATTACK, QK  
(→)↘ MP, FK

→↘↙↘↙↘ MP

MOVE



OTHER MOVES

(↘)→ QP, MP  
(→)↘ MP, FK  
(↘)→ FP

MOVE

→↘↙↘↙↘ QP, QP

(→)↘ MP, QP

↓↘→ FK



Many of these masterful combinations open or close with Chief Thunder's trademark *Snowmish* attack.



## MOVES

## ULTRA COMBO ACTIVATOR

FEARFUL  
(+) → QP

Unleash the fury of this thunderous Ultra combo! Ultra combos can only be executed if your foe's life bar is red and flashing. Land three hits of a normal combo before pressing Back, Toward and executing a Quick Punch.



## ULTIMATE COMBO ACTIVATOR

WASTEFUL  
↓ ↓ ↓ MP

This is the ultimate method for sending your foe to the spirit in the sky! When your opponent's bar is flashing red, start a combo, rapidly tap Down-Toward, Down, Down-Back and launch a Medium Punch.



## DANGER MOVE

ACTIVE  
↓ ↓ ↓ FP

Losing to the mighty Thunder can be a shocking experience. While your defeated foe is reeling, press Down, Down-Toward, Toward and execute a Fierce Punch. Whoof! A splitting headache!



## OTHER MOVES

↓ ← → FK





## POST-COMBO BREAKERS

**MOVE**  
↓ ↘ ↘ QK

(P) MK ↓ ↘ ↘ (R) MK  
Burn up the competition with a series of Phoenix Fireballs or a single scorching red flame. No matter what you decide, your opponent is well done and extra crispy.



## HUMILIATION

**MOVE**  
↓ ↓ ↓ QK

Teach your opponent Chief Thunder's reign dance! Before your defeated enemy falls to the ground, press Down, Down, Toward, and tap the Quick Kick button. Know any good polkas?



## AIR DOUBLE

**MOVE**  
FP or FK, ↓ ↘ ↘ MP

The Tomahawk attack also serves as Thunder's air double. While you and your opponent are in the air, rapidly tap Toward, Down-Toward, Down, Down-Back, Back and execute a Fierce Punch.



## COMBO BREAKER

**MOVE**  
↓ ↘ ↘ PUNCH

Chief Thunder's Sammamish attack doubles as his combo breaker. Tap Toward, Back, Toward, Down, Down-Back, Back then select and press the punch button of the appropriate strength.



## JUGGLE

**MOVE**  
↓ ↘ ↘ QK

Add another hit to your combination with this post combo attack. As your foe falls to the ground, press Down, Down-Toward, Toward and execute a Quick Kick.



## PRESS/RELEASE

**MOVE**  
(P)FP ↓ ↘ ↘ ↘ ↘ (R)FP

Thunder's press/release move requires some time and space. Press and hold the Fierce Punch button, Tap Toward, Down-Toward, Down, Down-Back, Back, then release the button.





Mentioned in the text  
Polymer is the most  
alternative to the  
traditional martial arts.



Full and memory bank is  
profound with a com-  
prehensive selection of  
special moves and attacks.



# FULGORE

A cybernetic soldier of the future, Fulgore is a prototype designed by the Ultratech corporation. In the years of research and development, researchers have found only one minor flaw: Fulgore does not always follow the instructional code assigned by programmers.

Researchers are optimistic that they will have a solution in the near future. The Killer Instinct tournament serves as a final test prior to mass production.



## LASER STORM

MOVE  
↓ ↓ ↓ ANY PUNCH

Launch a Laser-Storm by pressing Down, Down-Toward, Toward and tapping a punch button. Variations of this move allow for multiple laser shots. For additional details, check out the diagrams and photos on the right.



TWO THROW  
↑ ↑ ↑ ↑ QP



THREE THROW  
↑ ↑ ↑ ↑ ↑ QP



JUMP-INS: PATTERN 4

TOP ATTACK, FK or MK

## CYBERDASH MOVE

The Cyberdash is the easiest opener in Fulgore's arsenal. Hold Back, then tap Toward and execute any Kick button. Avoid a combo breaker and mix up the strength of your kicks—predictable beginners select Fierce Kicks too often.



FIERCE KICK

FIERCE KICK

MEDIUM KICK

MEDIUM KICK

FIERCE PUNCH

MEDIUM PUNCH

QUICK KICK

MEDIUM PUNCH

QUICK PUNCH

FIERCE KICK

MEDIUM PUNCH

QUICK PUNCH

## EYELASER MOVE

The Eyelaser is a blinding opener useful in close quarters. Although it's impressive looking, the laser isn't as popular as the cyberwarrior's other special moves because of its limited range. Press Down-Toward, Down, Down-Back and execute a Fierce Kick.



## REFLECT MOVE



Reflect is one of the best defensive moves in the game. When it is executed properly, Fulgore will be engulfed in a blue nimbus of light, and any inbound projectiles will be repelled. Press Down, Down-Back, Back and tap any punch button.



## PLASMA-PORT MOVE ↓ ↓ ↓ ANY BUTTON

Fulgore gets around in style with the latest in teleportation technology. The Plasma-Port provides this cyberwarrior with the ability to warp in and out of trouble, or even behind the enemy. Take off by pressing Back, Down,

Down-Back and then press any button.



### ↓ ↓ ↓ PUNCH



### ↓ ↓ ↓ KICK



### EYELASER

↓ ↓ ↓ EK

MEDIUM KICK

QUICK PUNCH

PLASMASLICE

↓ ↓ ↓ FP

LASER STORM

↓ ↓ ↓ MD

PLASMA-PORT

↓ ↓ ↓ QP

CYBERDASH

(H) ↓ ↓ ↓ BK

## PLASMASLICE MOVE ↓ ↓ ↓ FP

The Plasmaslice is an uppercut capable of blasting your opponents up off their feet. At an even pace, tap Toward, Down, Down-Toward and execute a Fierce Punch. Greet your enemy with a Laserstorm as they crash back to earth.



## COMBOS

**MOVE**

(←) → FK, FK

→ ↓ ↘ FP



**MOVE**

(←) → FK, MK

(←) → MK



**MOVE**

(←) → MK, MP

↓ ↘ → MP



The Cybardeck is an easy and popular opener for beginning Fulgora players. Keep your opponent guessing by mixing up your Fierce and Medium kicks.

**MOVE**  
JUMP + FK, MP  
(←) → MK



**MOVE**  
JUMP + FP, MK  
→ ↓ ↘ FP



**MOVE**  
JUMP + MP, FK  
↓ ↘ → MP



**OTHER MOVES**  
(←) → QK, QP  
(←) → MK

## COMBOS

**MOVE**  
JUMP + QK, QP

↘ ↓ ↙ FK, QP

→ ↓ ↘ FP



**MOVE**  
(←) → MK, FP

↘ ↓ ↙ FK, QP

↓ ↘ → MP



**MOVE**  
(←) → FK, FK

↘ ↓ ↙ FK, QP

→ ↓ ↘ FP



# COMBOS

## MOVE

(+) → QK, QP

↘ ↓ ↵ FK, QP

↘ ↓ ↵ QP



TOP ATTACK, QK

↘ ↓ ↵ FK, QP

(+) → MK

## MOVE



## MOVE

↘ ↓ ↵ FK, MK

↘ ↓ ↵ FK, QP

↘ ↓ ↵ QP



## MOVES

## ULTRA COMBO ACTIVATOR

MOVIE  
↓ ↓ ↓ QP

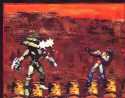
While your opponent's life bar is flashing red, finish your favorite combo by pressing Toward, Down, Down-toward, and executing a Quick Punch.



## ULTIMATE COMBO ACTIVATOR

MOVIE  
↓ ↓ ↓ MP

Finish off the pathetically weak humans in an ultimate fashion! Launch a final assault while your foe's life bar is flashing red. Wait for the third hit of any combo, then tap Down-toward, Down, Down-Back and launch a Medium Punch.



## DANGER MOVES

MOVIE  
↓ ↓ ↓ FK

Ever wonder what hideous face lurks beneath Fulgore's mask? While your defeated opponent is still staggering, tap Down, Down-toward, Toward and launch a Fierce Kick. Let your foes fear the face of death!



## OTHER MOVES

↓ ↓ ↓ FP



## POST-COMBO BREAKERS

**MOVE**  
↓ ↓ ↓ → QP

Deliver three times the pain with a triple dose of Fulgore's Laser Storm! This post-combo breaker juggle move keeps your opponent helplessly airborne and vulnerable to your next assault.



## HUMILIATION

**MOVE**  
↓ ↓ ↓ ↓ → MK

Fulgore finds the human ritual of dancing fascinating and illogical. While your opponent is reeling, tap Back, Down-Back, Down, Down-Toward, Toward and execute a Medium Kick.



## AIR DOUBLE

**MOVE**  
JUMP → FP or FK,  
↓ ↓ ↓ MP

Use this airborne assault to unleash some mechanized mayhem! While you and your opponent are in the air, tap Forward, Down, Down-Toward and Toward and press any punch button.



## COMBO BREAKER

**MOVE**  
↓ ↓ ↓ PUNCH

Fulgore's Plasmaslice attack is programmed to double as his combo breaker. To break your foe's combo, press Forward, Down, Down-Toward, Toward and tap an appropriate punch button.



## JUGGLE

**MOVE**  
↓ ↓ ↓ QP

Get in an extra blow and extend your massive combos! As your opponent falls to the ground, quickly tap Down, Down-Toward, Toward and execute a Quick Punch.



## PRESS/RELEASE

**MOVE**  
(P) FK (↓) → (R) FK

Fulgore's press/release move is a fierce Cyberdash that may require some practice to master. Press and hold Fierce Kick, then charge Back, Toward and release the Fierce Kick button.





Killer Instinct's  
primeval predator  
leaps into  
action!

Ripter has many variations  
to his moves, and his catches  
are relatively easy to string  
together.





Born in the  
seething gene  
pits of  
Ultratech's DNA  
Manipulation Project,  
Riptor combines reptilian  
ferocity with human cunning.  
His first opponent  
mistook him for a "mere"  
animal, to his eternal  
regret. Not  
even his  
creators  
know how  
intelligent Riptor  
really is, and no one  
can guess his motivations.  
Does he fight to survive?  
To win his freedom? Or for  
the sheer enjoyment of it?



# RIPTOR



## RIPTOR RAGE **MOVE** (+)→

Use this to charge towards and head butt your opponent. You'll always run the length of the screen, but the force of the blow will vary.



## TAILFLIP **MOVE** ↘ ↓ ↙

As an opener, the Tailflip works best at close range. You can do it in the air with a Fierce Kick, covering a lot of distance for that element of surprise!



## JUMP RAKE **MOVE** (+)→

The Jump Rake is the easiest opener to use when going for the big combos. A Jump Rake with a fierce kick is not an opener, but you can get two hits with it.



## DRAGON BREATH **MOVE** ↘ ↓ ↙

This is a very powerful opener, but it can also be used to crisp your opponent as they charge toward you. Want some toast?



### TOP ATTACK, FK or QK

PIERCE PUNCH → PIERCE KICK  
MEDIUM KICK

MEDIUM PUNCH → MEDIUM KICK  
QUICK PUNCH

QUICK PUNCH → PIERCE PUNCH  
MEDIUM PUNCH

PIERCE KICK (AIR) → MEDIUM PUNCH  
QUICK PUNCH

MEDIUM KICK → PIERCE PUNCH  
PIERCE KICK  
QUICK KICK

QUICK KICK → PIERCE KICK  
MEDIUM KICK

MEDIUM KICK → PIERCE PUNCH  
QUICK PUNCH

QUICK KICK → PIERCE KICK  
MEDIUM KICK  
QUICK KICK  
QUICK PUNCH

PIERCE PUNCH → MEDIUM PUNCH  
QUICK KICK

### JUMP-INS: PATTERN 1

## FLAMING VENOM

MOVE  $\downarrow \leftarrow \rightarrow$  ANY PUNCH

The Flaming Venom control sequence ends by pressing Back, so this maneuver flows easily into charge moves like the Jump Rake and Raptor Rage. If you're quick, you can also let loose a ball of Flaming Venom from the air. The putrid projectile zooms down at an angle, burning everything in its path. Death from above!



**REVERSE JUMP  
RAKE**  
( $\rightarrow$ )  $\leftarrow$  QK

QUICK PUNCH

MEDIUM KICK

JUMP RAKE  
( $\uparrow$ )  $\leftarrow$  FK

UPPERCUT SLASH  
V  $\rightarrow$   $\leftarrow$  QP

FLAMING VENOM  
 $\rightarrow$  X  $\rightarrow$  TP

TAILELIP  
W  $\rightarrow$   $\leftarrow$  MK

## REVERSE JUMP RAKE

MOVE ( $\rightarrow$ )  $\leftarrow$  QK

With so many charge moves in Raptor's repertoire, the Reverse Jump Rake works well as both an opener and a linker. There are lots of auto double options, too, so even if you make a mistake, chances are you'll land at least three to six hits.



## COMBOS

**MOVE**  
(←)→ MP, QP  
(←)→ FK



**OTHER MOVES**

(←)→ QP, MP  
(←)→ FK

(←)→ QK, QP  
↘ ↓ ↙ MK



**MOVE**  
(←)→ QP, MP  
↘ ↓ ↙ QP



## COMBOS

**MOVE**  
JUMP + QK, QP  
(↔) → FK



**MOVE**  
JUMP + FK, MP  
↓ ↙ ↘ FP



**MOVE**  
JUMP + QP, QK  
↘ ↓ ↙ MK



## OTHER MOVES

↘ ↓ ↙ MK, FP

↘ ↓ ↙ MK

↘ ↓ ↙ QK, MK

↓ ↙ ↘ FP

# COMBOS

## MOVE

JUMP + MP, FK

(→) ← QK, MK

(←) → FK



## MOVE

(←) → QP, MP

(→) ← QK, FK

(←) → FK



↘ ↓ ↙ FK, MP

(→) ← QK, QP

(←) → FK

## MOVE



# COMBOS

THE

## MOVE

(←)→ QP, MP

(→)← QK, FK

↓↘← FP



## MOVE

TOP ATTACK, QK

(→)← QK, MK

(←)→ FK



## MOVE

↓↘← FP, QK

(→)← QK, MK

(←)→ FK



## MOVES

ULTRA COMBO  
ACTIVATOR

ACTIVE  
(+) → QK

If you're looking for a slashing good time, just charge Back and then press forward and Quick Kick!

ULTIMATE  
COMBO  
ACTIVATOR

ACTIVE  
← → → → QP

Roll the control pad from Back to Forward and press a Quick Punch to activate the Ultimate combo, which leads straight into Riptor's Danger Move. Fight a bout and then have a light snack—yum!

DANGER  
MOVES

ACTIVE  
← → → → MP

Riptor licks out again with three Danger Moves. You can choose from a post-fight meal, a splash of acidic venom or a vicious tail strike.



## OTHER MOVES

← → MK

→ → → FK





## POST-COMBO BREAKERS

**MOVE**

(P) MP  $\downarrow \leftarrow \rightarrow$  (R) MP

Blast your pathetically weak opponent back into the Stone Age with a cool blue fireball. You also have the option of tossing up three Flaming Venoms with a Quick Punch.



## HUMILIATION

**MOVE**

$\downarrow \rightarrow \rightarrow$  FP

You wouldn't expect Riptor to be comfortable on the dance floor, but he's not shy about making his opponents show their skills!



## AIR DOUBLE

**MOVE**

JUMP  $\rightarrow$  FP or FK,

$\leftarrow$  MK

Press Down-Toward, Down, Down-Back and any punch to make Riptor lunge in midair, claws extended and teeth bared!



## COMBO BREAKER

**MOVE**

( $\leftarrow$ )  $\rightarrow$  KICK

Turn the tables on your adversary with this combo breaker. Leap out of harm's way by pressing Back, Forward and any kick.



## JUGGLE

**MOVE**

$\downarrow \leftarrow \rightarrow$  QP

To add a searing blast of Flaming Venom at the end of a combo, press Forward, Down, Back and a Quick Punch.



## PRESS/RELEASE

**MOVE**

(P) QP  $\rightarrow \downarrow \leftarrow$  (R) QP

Any order is faster when done as a press/release. Rip one out before your slow thinking opponent catches a clue.





Most of Sabrewulf's attacks are charge moves, making it simple to flow from one to another.

Sabrewulf is one of the best choices for beginners wanting to learn the basic mechanics of the game.





# SABREWULF



In this future world, medical science has proven that the curse of the werewolf is physiological, not supernatural. This is small comfort to Sabrewulf, who has

lived his life alone, afraid of what havoc he might wreak with his uncontrollable

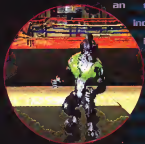
rages. Now a contestant

in the Killer Instinct tournament, Sabrewulf can finally let the beast within him run free. But Ultratech has given him

an even greater

incentive to fight:

if he wins, they will return him to human form permanently!



## SABREPOUNCE MOVE (+)→

The only drawback to this versatile move is that it can be quickly countered if your opponent sees you in time. It's a terrific surprise attack, and if the timing is just right, projectiles will pass right through you.



### JUMP-INS: PATTERN 1

FERCE KICK

MEDIUM PUNCH

QUICK PUNCH

MEDIUM KICK

FERCE PUNCH

QUICK PUNCH

## SABRECUT MOVE (+)→

Here's another weapon in Sabrewulf's arsenal that will have you howling in victory. The low Fierce Punch auto double is tricky but not impossible.



QUICK KICK

FERCE PUNCH

MEDIUM PUNCH

FERCE PUNCH

FERCE KICK

QUICK PUNCH

MEDIUM PUNCH

FERCE KICK

MEDIUM PUNCH

QUICK PUNCH

FERCE PUNCH

MEDIUM KICK

## SABREROLL MOVE (+)→

Like the Sabrecut, the Sabreroll is best used at close range. If you start far away, the punch won't be fast enough for a combo.



### TOP ATTACK, QP or QK

## SABRESPIN MOVE (+)→

This opener is the beginning fighter's best friend! It's one of the easiest attacks in the game to execute, its speed is tough to counter and it flows very smoothly into other combo moves.



## FLAMING BAT MOVE ↓ ↓ ↓ ANY PUNCH

Projectile attacks aren't very threatening on their own, but they work well in concert with other moves. Toss a Flaming Bat before using the Sabrepounce as an opener.



## HOWL MOVE ↓ ↓ ↓ FK

You might think the Howl is just a fun trick, but it can actually supercharge your attacks. Howling before a Sabreroll or Sabrespin, for example, will add extra range and power to your hits. You'll cover nearly twice the distance and send your opponent to the moon!



## REVERSE SABRESPIN (+) + MP

FIERCE KICK

MEDIUM PUNCH

SABRESPIN  
(+) + QP

SABREPOUNCE  
(+) + FK

SABREPOUNCE  
(+) + MK

SABREROLL  
(+) + OK

## REVERSE SABRESPIN MOVE (+) + MP

The Sabrespin/Reverse Sabrespin combo is formidable, even in a beginner's hands. If you follow the combo tree chart, you'll see that you can go from the opener to the linker using just the Control Pad and the Medium Punch. The only change you'll have to make is the shift to the Quick Kick for the ender. Charge up for action!



## MOVE

(+) → QP, MK

(+) → QK



(+) → FK, QP

(+) → FK



(+) → FP, FK

(+) → MK



### OTHER MOVES

(+) → QK, FP

(+) → MK

Seibrowulf moves at blinding speed, and if you're not careful, he'll finish the opener and auto double before you can execute the ending charge move!

### OTHER MOVES

(+) → FK, MP

(+) → QP

Using two Fierce Seibrow Pounces adds the element of surprise and devastating power to your attack, and the Ender may score multiple hits.

### OTHER MOVES

(+) → FP, QP

(+) → QP



## MOVE

JUMP + FP, MK  
(←) → FK



OTHER MOVES  
JUMP + FP, MK  
(←) → MK

## MOVE

JUMP + MK, FP  
(←) → QP



OTHER MOVES  
(←) → QK, FP  
(←) → FK

## MOVE

JUMP + QP, QK  
(←) → QK



OTHER MOVES  
(←) → FP, FK  
(←) → FK



## COMBOS

### MOVE

JUMP + MP, FK

(→) ← MP, FK

(←) → MK



### MOVE

(←) → FK, MP

(→) ← MP, QP

(←) → FK



### MOVE

(←) → FP, QP

(→) ← MP, QP

(←) → MK



### OTHER MOVES

(←) → QK, FP

(→) ← MP, FK

(←) → QP



# COMBOS

ELITE

(←)→ QK, MP  
(→)← MP, FK  
(←)→ QK



TOP ATTACK, QK  
(→)← MP, QP  
(←)→ FK



## OTHER MOVES

(←)→ QK, FP  
(→)← MP, MP  
(←)→ FP

(←)→ FK, QP  
(→)← MP, FK  
(←)→ QP



## MOVES

## ULTRA COMBO ACTIVATOR

MOVE  
(→)+QK

Sabrewulf turns slipping into an art form with this combo. Press Back, Toward and Quick Kick to unleash a flurry of swipes and swats. You don't have to play tennis to have a good backhand!



## ULTIMATE COMBO ACTIVATOR

MOVE  
↓↘↙FP

After you've landed a few hits, roll the Control Pad Down, Down-Toward, Toward and hit Fierce Punch to start the ball rolling on an Ultimate combo. Your opponent will make an terrific scratching post!



## DANGER

MOVE  
↓↘↙MK

The first Danger Move is performed at close range. If your claws don't need sharpening, use the second Danger Move (while standing several paces away) to send your opponent flying towards your TV screen.



## OTHER MOVES

↓↘↙MP



## POST-COMBO BREAKERS

**MOVE**  
(←) → FK

Get the jump on your foe with this post-combo breaker move! Use a Fierce Kick to pounce across the screen and put the bite on your opponent. Sabrewulf also gains the power to roll or spin twice as far after a breaker.



## HUMILIATION

**MOVE**  
→ → → QP

You can make your helpless opponent "vogue" with the best of them by pressing Toward, Toward, Toward and a Quick Punch.



## AIR DOUBLE

**MOVE**  
JUMP + FP or FK,  
← MK

If you and the other fighter are in midair, press Back, Toward and a Medium Kick to spring forward. This maneuver is effective even at mid- to long-range.



## COMBO BREAKER

**MOVE**  
(←) → KICK

Despite his great speed, even Sabrewulf can get caught in the middle of a long combo. Press Back, Toward and the appropriate punch to spin away from danger.



## JUGGLE

**MOVE**  
(←) → FK

This post-combo move is another pounding attack, which catches your adversary just as he hits the ground. Timing is more crucial here than with other post-combo moves.



## PRESS/RELEASE

**MOVE**  
(P) FK (←) → (R) FK

Sabrewulf's press/release moves are more powerful versions of his Sabrespin, Sabrecut and Sabrepounce ends. These attacks also have much greater range.





He may look like a lightweight opponent, but Spinal has speed and experience on his side!

Spinal is one of the most challenging fighters to use, but in the hands of a skillful player he's devastating.





Even the most hardened veterans of the Killer Instinct arena would

admit the need for food, rest and relaxation between bouts, but not Spinal. His single, driving need is his lust for battle. Brought back to a semblance of life by the arcane technologies of Ultratech's bio-engineers, this ancient warrior has one advantage that the other fighters lack. For him, the spectre of Death holds no fear.



## BONESHAKER MOVE (+)♦

This attack is easy to execute, but your opponent will see you coming from a mile away! The Boneshaker also flows easily into the linker.



## SOULSWORD MOVE (+)♦

The sizzling Soulsword is effective only at very close range, and since you have to charge it while moving back, it can be hard to use. When it lands, get ready for some Killer Instinct barbecue!



## FOOTSLIDE MOVE (+)♦

Quick and powerful, the Footslide is good for setting up other moves. Even if you don't land a combo, the ferocity of the attack might buy you enough time to try another opener.



### TOP ATTACK, QK or MP



### JUMP-INS: PATTERN 1

## REVERSE SOULSWORD MOVE (+)♦ MP

As most of Spinal's attacks have him moving forward, the Reverse Soulsword is a more logical choice as an opener than the Soulsword. Use a Boneshaker or Footslide to get in range, then unleash the searing blade!



## POWER DEVOUR

**MOVE (+) QP**

Spinal can throw projectiles, but he must first take the necessary power from others. Hold Back and Quick Punch to absorb any projectiles or openers thrown at you.



## SEARING SKULL

**MOVE**  
↓ ↓ ↓ ANY PUNCH

Press Down, Down-Toward, Toward and any punch to unleash a Searing Skull. You can throw one skull for every move you absorb.



**REVERSE SOULSWORD**  
(↓) ↓ MP

**FIERCE PUNCH**

**QUICK KICK**

**SKELEPORT**  
++ ANY BUTTON

**BONESHAKER**  
++ ANY PUNCH

## SUPER SEARING SKULL

**MOVE**  
↓ ↓ ↓ ↓ ↓ FP

Blaze a trail with this quick roll move topped with a Fierce Punch. The Super Searing Skull uses more stored energy (equal to two or three absorbed moves) than the regular attack, but it inflicts that much more pain!



## SKELEPORT

**MOVE**

- ↓ ↓ ANY KICK (BEHIND)
- ↓ ↓ ANY PUNCH (IN FRONT)

PRESS QP OR QK

↑ ↓ ↓ THEN RELEASE

If you're on the ropes, a quick Skeleport with an added combo can pave the way for a come-back attack. The In-Air Skeleport is especially sneaky, though a bit difficult to do.

**BEHIND**



**IN FRONT**



**IN AIR**



## COMBOS

(←)→ MP, FP

→→ FP  
**MOVE**



### OTHER MOVES

→→ MP, MK

→→ MP

**MOVE**

→→ FP, MK

→→ QP



### OTHER MOVES

→→ FP, FK, ↓↓ FK

Spinal is one of the tougher fighters to win with, but this combo is extremely easy to do and frighteningly effective.

→→ MP, MK

↓↓↓ OK  
**MOVE**



### OTHER MOVES JUMP + FK, MK,

↓↓↓ MK

You might wonder what a Skolepert is doing at the end of a combo, but you'll find that this move is full of surprises!





## MOVE JUMP + QK, QP → → QP



## MOVE JUMP + FP, MK ↓ ↓ MK



## OTHER MOVES (→) ← MP, QK (→) ← MP

## MOVE JUMP + FK, MP → → MK



## COMBOS



**MOVE**  
JUMP + MK, FP  
(→)← MP, FP  
→→ FP



**MOVE**  
(←)→ MP, QP  
(→)← MP, MK  
↓↓ FP



**OTHER MOVES**  
→→ QP, FP,  
(→)← MP, MK,  
→→ QP

**MOVE**  
→→ FP, FK  
(→)← MP, FP  
→→ MP



## COMBOS



### MOVE

↖ ↗ ↘ FK, FP  
(→) ← MP, FP  
→ → QP



### TOP ATTACK, MP

(→) ← MP, FP

→ → FP

### MOVE



↖ ↗ ↘ FK, QP

(→) ← MP, QP

→ → MP

### MOVE



## MOVES

## ULTRA COMBO ACTIVATOR

MOVE  
↓ ↓ ↓ FP

The great bonus to this Ultra combo is that it ends with several rapid-fire Seering Skulls, even if you don't have any skull power stored up.



## ULTIMATE COMBO ACTIVATOR

MOVE  
↓ ↓ ↓ QP

Press Down-Toward, Down, Down-Back and a Quick Punch to activate Spinal's Ultimate combo. When you're done with him, your opponent will have even less meat on his bones than you do!



## DANGER MOVES

MOVE  
↓ ↓ ↓ MK

Spinal isn't the easiest warrior to work with, but all your hard work and patience pay off in the form of easy Danger Moves. Turn your opponent into ashes or a shish kabob!



## OTHER MOVES

↓ ↓ ↓ QK



## POST-COMBO BREAKERS

**MOVE**  
↓ ↘ ↙ QP

Time to break someone else's bones! Spinal's combo breaker lets him take a double swipe with his Soulsword, and adds three skulls to his arsenal, all of which he can throw for a juggle.



## HUMILIATION

**MOVE**  
↓ ↘ ↙ ↘ ↙ FK

Though Spinal is a pretty flexible guy, he'd rather see someone else get up and dance in front of a live studio audience.



## AIR DOUBLE

**MOVE**  
JUMP + FP or FK, ↘ MK

Spinal may look spindly, but this Air Double maneuver will send him hurtling across the screen with hurricane force!



## COMBO BREAKER

**MOVE**  
↓ ↘ PUNCH

Press toward, toward and a punch to break a combo. If there are any bones to be broken, Spinal would rather they weren't his!



## JUGGLE

**MOVE**  
↓ ↘ ↙ QP

Spinal will gladly cut your flight short with a barrage of Searing Skulls. Depending on your speed and timing, you can let fly up to five Searing Skulls before your opponent lands.



## PRESS/RELEASE

**MOVE**  
(P) OK ↑ ↓ ↘ (R) OK

While Spinal's press/release teleportation attack looks rad, the move demands timing and plenty of practice. Jump up after holding down the Quick Punch or Quick Kick Buttons.



## OTHER MOVES

(P) QP ↑ ↓ ↘ (R) QP



Glacius keeps his cool in the heat of battle, no matter what the provocation.

Though he has fewer moves than some of the other warriors, Glacius can be a formidable foe.





## GLACIUS

Glacius could not have predicted the cruel fate that would befall him as he traveled the remote reaches of space. He was excited to have discovered intelligent life forms on a planet the natives called Earth. His joy at the prospect of meeting a new species soon turned to horror as his ship crashed on the planet surface. Dazed and outnumbered, he was taken prisoner by an Ultratech Security team, and later forced to fight in the Killer Instinct arena. Once an explorer and pioneer, Glacius must now fight to keep himself and his dreams of freedom alive.

## COLD SHOULDER MOVE (+)→

Like other basic charge moves, the Cold Shoulder is a fast but easily blocked attack. Because you must hold Back for two seconds before pressing Toward and a punch button, your opponent won't have a hard time predicting your next move and possibly setting you up for a sucker punch.

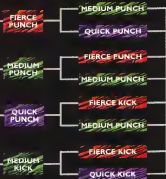


## LIQUIDIZE MOVE ↓↓↓

This is perhaps the best opener you've got, especially when done at close range, giving your opponent less time to block or counter. Depending on the range, you can teleport to the other side of your opponent.



### JUMP-INS: PATTERN 1



### TOP ATTACK, MP or QK (DUCK)





## SHOCKWAVE MOVIE DOWN DOWN-TOWARD ANY PUNCH

Press **Down**, **Down-Toward** and any punch button to bounce an icy blast across the screen. This bright blue bolt is slower than some projectiles, but it's particularly devastating, especially at the end of a combo. It can also be used to distract or soften up an opponent before you leap in with a combo opener.



**REVERSE GOLD  
SHOULDER**  
(**DOWN**) **LEFT** **MP**

**PIERCE KICK**

**MEDIUM PUNCH**

**QUICK PUNCH**

**LIQUIDIZE**  
**DOWN** **DOWN-TOWARD** **FK**

**LIQUIDIZE**  
**DOWN** **DOWN-TOWARD** **MK**

**SHOCKWAVE**  
**DOWN** **DOWN-TOWARD** **FP**

**ICE LANCE**  
**DOWN** **DOWN-TOWARD** **QP**

## ICE LANCE MOVIE DOWN DOWN-TOWARD QP

This move will remind you of a certain "terminating" android in a movie starring a famous bodybuilder! When it's used to finish a long combo, Glacius's arm turns into a spike of glittering savagery, slicing up the competition for extra hits.



## COMBOS

**MOVE**  
 ↓ ↘ → MK, FK  
 ↓ ↘ → FK



**MOVE**  
 (←) → MP, FP  
 ↓ ↘ → FP



### OTHER MOVES

← ↘ ↓ ↘ → MK, QK  
 ↓ ↘ → FP



### OTHER MOVES

(←) → MP, FP  
 ↓ ↘ → FP

The ender has a special finale you may not expect from so simple a combo: a triple uppercut that will send your opponent into the wild blue yonder!

**MOVE**  
 (←) → FP, MP  
 ↘ ↓ ↘ QP



### OTHER MOVES

(←) → FP, MP  
 ↓ ↘ → MK

## COMBOS



**MOVE**  
JUMP + FP, MK  
↓ ↘ → MK



**MOVE**  
JUMP + MP, FK  
↓ ↘ → FK



**MOVE**  
JUMP + QK, QP  
↘ ↓ ↙ QP



### OTHER MOVES

(+) → MP, FP  
← ↙ ↘ ↗ → QP

## COMBOS

JUMP + FK, MP

(→)← MP, QP

↘↘↘ QP

### MOVE



### MOVE

(←)→ MP, MP

(→)← MP, FK

↓↘→ FK



### OTHER MOVES

(←)→ QP,

FK, (→)← MP, FK

(←)→ FP

### MOVE

↓↘→ MK, QK

(→)← MP, MP

↓↘→ FP



## COMBOS

### MOVE

TOP ATTACK, MP

(→)← MP, QP

↓ ↘ → MK



### MOVE

↓ ↘ → MK, FK

(→)← MP, MP

↘ ↓ ↘ QP



### MOVE

(←)→ FP, QP

(→)← MP, QP

↓ ↘ → FK



## MOVES

## ULTRA COMBO ACTIVATOR

←→FP  
MURKIN

Are you ready for a bit of a fight in a fight? Press Back, Forward and Force Punch to cut loose with your hand spikes and finish with a Liquidized opponent.



## ULTIMATE COMBO

MURKIN  
↓K←QP

Roll the Control Pad Down, Down-Back, Back and press the Quick Punch Button to activate this Ultimate Combo. The enemy will transform your foe into a fright moment to your superior fighting skill.



## DANGER MOVES

MURKIN  
←→→FK

Blazey uses his amazing powers to their fullest in the tournament, though he saves some of his best stuff for the match-ending Danger Moves. These moves are simple but very effective.



## OTHER MOVES

←K←→→MP



## POST-COMBO BREAKERS

**MOVIE**  
(P) QP ↓ ↘ ↘ (R) QP

The icy Shockwave is one of the slower projectile attacks, but the post-combo variation has some extra speed and packs an even greater punch than the normal version. His post breaker juggle move is a Liquidize with a Fierce Kick.



## HUMILIATION

**MOVIE**  
↓ ↓ ↓ QK

Gladius doesn't quite understand this earth custom known as dancing, and he'd like some of the other Killer Instinct combatants to demonstrate it for him.



## AIR DOUBLE

**MOVIE**  
JUMP + FP or FK,  
↓ MK

Take to the air with this powerhouse kick! Press Back, Toward and any kick to launch a mid-air attack on an unsuspecting foe.



## COMBO BREAKER

**MOVIE**  
(↵) ↓ PUNCH

Gladius puts his best shoulder forward with this combo breaker. Press Back, Toward and a punch button to bring an incoming combo to a halt.



## JUGGLE

**MOVIE**  
↓ ↓ ↓ FK

The normal Liquidize uppercut order is bad enough, but this post-combo variation will make your opponent go ballistic! If you're lucky, you may even get a triple hit out of it.



## PRESS/RELEASE

**MOVIE**  
(P) QP ↘ ↓ ↘ (R) QP  
(P) FP ↓ ↘ ↘ (R) FP

Go for a fast finish with any press/release order! Using these attacks leaves your opponent's chances at pulling off the right combo breaker!





Blazing his way across the Killer Instinct arenas, Cinder makes a fiery impression on anyone he battles!

Because Tap moves make up most of Cinder's fighting repertoire, it takes finesse to control him precisely.







Tried and convicted of capital crimes, Cinder became a guinea pig in a chemical weapons test. In exchange for early parole.

Transformed by the weapons test and ultimately betrayed by his Ultratech jailers, Cinder must now destroy Glacius before his parole will be granted. Cinder isn't sure if he can trust the Ultratech elite, but he doesn't care.

Either way, he will get his freedom—and his revenge!



## TRAILBLAZER **MOVE**

Two taps on the Control Pad and a punch will transform you into a flaming bolt, ready to take on all comers! In the air, this move can be reversed and angled for a downward attack.



## HEATFIST **MOVE**

You should use the Heat Fist at close to mid-range, or you may not register a combo. Since it is also Cinder's linker, you can get twice the play out of knowing only one controller sequence.



## FIREFLASH **MOVE** **ANY KICK**

Though difficult to execute, the Fireflash can send your opponent careening upwards at the end of a combo. Even by itself, it can score two hits.

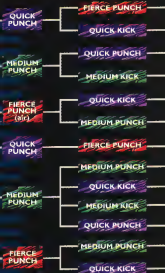


## DASH **MOVE**

The Fierce Dash resembles the Fierce Trailblazer, but the latter always knocks an opponent down and can't be used as an opener.



### JUMP-INS: PATTERN 5



### TOP ATTACK, QK or QP

## HEATSINK ACTIVE $\rightarrow \downarrow \downarrow \downarrow \leftarrow$ FP

With the Heatsink, projectiles can still hit you, but your opponent won't know where to aim! The only clue to your location will be small wisps of flame. Take advantage of your invisibility, and get in there and mix it up!



**HEATFIST**  
 $(\rightarrow) \downarrow$  QP

## MIRAGE MOVE $\rightarrow \downarrow \downarrow \downarrow \leftarrow$ MP

The Mirage allows projectiles to pass through you, but the effect fades if you're punched or kicked. This is a great tactic for drawing an opponent into range for an attack.



**PIERCE PUNCH**

**MEDIUM PUNCH**

**FIREFLASH**  
 $\rightarrow \downarrow \downarrow \downarrow \leftarrow$  FK

**FIREFLASH**  
 $\rightarrow \downarrow \downarrow \downarrow \leftarrow$  MK

**FIREFLASH**  
 $\rightarrow \downarrow \downarrow \downarrow \leftarrow$  QK

**TRAILBLAZER**  
 $\rightarrow \downarrow \downarrow \downarrow \leftarrow$  MP

## INFERNO MOVE $\rightarrow \downarrow$ ANY KICK

Depending on the strength of the kick you use, the Inferno can register up to two hits. It does leave you vulnerable, but if you recover quickly enough, it may leave you enough time to set up a combo opener.



## COMBOS



(←) → MP, QP

→ ↓ ↘ FK

**MOVE**



→ → MP, MK

→ ↓ ↘ MK

**MOVE**



(←) → FP, FP

→ ↓ ↘ FK

**MOVE**



Though the Fireflash ender looks intimidating, this is an easy combo to master, and it gives you the chance to practice your post-combo moves.





**MOVE**  
JUMP + FK, MP  
→ → MP



JUMP + MK, FP

→ ↓ ↘ FK

**MOVE**



Even if the Fireflash is too slow to count as part of the combo, chances are you'll get a knockdown and a chance to set up another combo.

**MOVE**  
JUMP + FP, MK  
→ ↓ ↘ MK



# COMBOS

**MOVE**  
JUMP + QK, QP  
(→) ← QP, MP  
→ → MP



(←) → MP, QP  
(→) ← QP, MP  
→ → QK

**MOVE**



(←) → FP, FP  
(→) ← QP, FP  
→ → FK

**MOVE**



# COMBOS

ULTIMATE

**MOVE**  
TOP ATTACK, QP

(→) ← QP, QK

→ ↓ ↘ QK



JUMP + → → FP, QP

(→) ← QP, QK

→ ↓ ↘ QK



**MOVE**

(←) → QP, FP

(→) ← QP, QK

→ ↓ ↘ MK



## MOVES

ULTRA COMBO  
ACTIVATOR

MOVE  
(+) → QP

Ender slowly fades from view during this Ultra combo, but his presence will still be keenly felt! A flurry of punches, kicks and flame blasts are topped off by a spectacular uppercut.

ULTIMATE  
COMBO  
ACTIVATOR

MOVE  
↓ ↓ ↓ MK

Ender's Ultimate combo is activated simply by pressing Down, Down-Back, Back and a Medium Kick. When your foe is reduced to a quivering puddle, it won't be because of your charming personality!

DANGER  
MOVES

MOVES  
↓ ↓ ↓ MP

You've got a choice of two Danger Moves, and neither of them is pretty. Would you like to reduce your opponent to a pool of goo or blast him to black ashes?



## OTHER MOVES

↓ × → QK





## POST-COMBO BREAKERS

**MOVE**  
(P)QP → ↘ ↓ ↘ ← (R)QP

This is an especially sneaky move that will teleport you right next to your opponent's position. It's time for a sucker punch! Also be sure to check out the triple Trailblazer juggle with a Fierce Punch attack.



## HUMILIATION

**MOVE**  
← ← FK

Given his attitude towards society in general and his fellow warriors in particular, it's no surprise that Cinder revels in embarrassing the competition.



## AIR DOUBLE

**MOVE**  
JUMP + FP or FK,  
← MP

You can do a solo Trailblazer in midair by pressing Toward, Toward and any punch, so this air double version may seem redundant.



## COMBO BREAKER

**MOVE**  
→ ↓ ↘ ANY KICK

Cinder doesn't take kindly to being beaten on. In fact, it really turns him up! This combo breaker should help him gain the upper hand once again.



## JUGGLE

**MOVE**  
→ → FP

Press Toward, Toward and a Fierce Punch to bring a foe's post-combo flight to a flashy, fiery finish!



## PRESS/RELEASE

**MOVE**  
(P) MK → ↓ ↘ (R) MP

Finish your combos with this flashy press/release order. This burning move adds a burning Fireflash finale to your favorite combination.





Evolution has two main enemies to speak of, but even without them, it is here's doubly powerful.

The Club Swing, its signature move, is no good a defensive maneuver as it is an offensive one.





Eyedol is the current master of the Killer instinct arenas, the standard by which all the other warriors are judged, the supreme champion they would see dethroned.



His true origins are a mystery that none has ever dared to solve. The other combatants know only that the glorious Eyedol does bleed, like any other mortal creature—and they take heart knowing that what can be wounded can be defeated!



## CLUB SWING MOVIE $\leftrightarrow \leftrightarrow$ FP

The Club Swing is not an opener, but it is a good tactic for deflecting almost any sort of air attack. This leaves your opponents with fewer battle options, forcing them either to use projectile attacks or to try a head-on assault at close range.



## HEAD CHARGE MOVIE $\leftrightarrow \leftrightarrow$

Though some of the other frontal attacks are faster, few moves pack the punch of the Head Charge. Indeed, if you catch your opponent off guard, a couple of Head Charge combos can drain most of a life bar in seconds!



$\leftrightarrow \leftrightarrow$  QK or  $\leftrightarrow \leftrightarrow$  QP,  
FK or FP

$\leftrightarrow \leftrightarrow$  MK or  $\leftrightarrow \leftrightarrow$  MP,  
QP or QK

$\leftrightarrow \leftrightarrow$  FK or  $\leftrightarrow \leftrightarrow$  FP,  
MP or MK

QUICK  
PUNCH

MEDIUM KICK

PIERCE PUNCH

QUICK  
KICK

PIERCE KICK

QUICK PUNCH

## FORWARD JUMP MOVIE $\leftrightarrow \leftrightarrow$

There are three variations on this move, but this is the only one that is an opener. Using the Quick Kick sends you up and forward in a shallow arc, ending with a downward stroke of your club. Though an opponent can see it coming, this is a hard-hitting opener.



## FIREBALL MOVIE $\leftrightarrow \leftrightarrow \leftrightarrow$ ANY PUNCH

No self-respecting mutant monster would be without a projectile attack, and Eyedol is no exception. His fireball isn't the fastest of the lot, but it has a wide diameter and is difficult to dodge at close range.



## STOMP JUMP

MOVE

↔ MK or FK

Using the Medium Kick makes you jump up, while using the Fierce Kick makes you jump backward. Both moves end with a club strike, and the latter maneuver is great for escaping an oncoming assault.



CLUB SWING

↔ FP

HEAD CHARGE

↔ QP

## FOOT STOMP

MOVE

↔ MP

The Foot Stomp gives a couple of your moves an energy boost, supercharging them far past normal levels. Perform a Foot Stomp before a Fireball, and you'll end up with three projectiles instead of one. The Foot Stomp also makes your Head Charge astoundingly fast; it's hard to believe that anything that big (and ugly!) could be so quick!



# COMBOS

## MOVE

↓ + MK, QP

← + FP



## MOVE

↓ + FK, MK

← + QP



## MOVE

← + QK, QP

← + QP



# MOVE

←→QP, FP

←→QP, FP

# MOVE

←→QK, FK

←→FP



# MOVE


←+MP, ←+QP

MK, ←+FP



# KILLER

# MOVES



Want to be one of the best and stomp on all the rest? You need to know the strategy and tricks that separate the pros from the wannabes. Winning at KI involves more than knowing all the Danger Moves, Humiliations, and major combos. Read on to learn the skills of the masters.



## POP-UPS

When you're down and nearly out, a pop-up can turn the tables on an overconfident opponent. These bounce-back attacks allow your characters to spring to their feet while delivering their own knockdown blows.



## DIZZY MOVES

When you want to do a huge combo and need some preparation time, make your opponent dizzy! While this method varies for each character, most players use five consecutive hits to stun a foe. Experiment and you might find that three fierce blows create the same result.

## SLAPPIES

Slappies are one-hit openers or extra blows embedded in combos. Use these attacks to send your rival's life bar deep into the red. Slappies are as varied as individual styles of play. Experiment with this freestyle form of combat until you discover your own slap-happy combos.

CHARACTER	POP-UP
T.J. COMBO	(+) → KICK
JAGO	→ ↓ ✕ PUNCH
GLACIUS	↓ ✕ → KICK
SPINAL	↓ ↓ ANY BUTTON
CINDER	→ ↓ ✕ ANY KICK
B. ORCHID	(+) → KICK
RIPTOR	(+) → KICK
SABREWOLF	(+) → ANY KICK
CHIEF THUNDER	→ ✕ ↓ ✕ ← PUNCH
FULGORE	→ ↓ ✕ PUNCH

## BEGIN A COMBO WITH A LINKER

Tired of the same old boring opener? Does your opponent sigh when he or she sees you starting the same predictable combination? Don't fall into a dull pattern—break the rules and use a linker to start your combo! After executing the linker, move on to an ender or try linking more stunning moves together.



## JUMP-IN COUNTERS

Use a jump-in counter to stop an inbound jump-in combo. Each Killer Instinct character possesses a special move that doubles as a counterattack. Fulgore uses the Plasmashield, while Orchid's counter is the Spinning Sword. Experiment and find your character's jump-in counter.



## REPEATER MOVES

Repeater moves are duplicated series of small attacks or combinations repeated again and again. Contrary to rumors, these moves

are not button mashing patterns leading to ninety-nine hit combinations. Keep duplicating the repeater move until your opponent gets a clue or remains forever clueless.



CHARACTER	JUMP-IN COUNTER
T.J. COMBO	(←)→ MK
JAGO	→ ↓ ↘ ANY PUNCH
GLACIUS	↘ ↓ ↙ QP
SPINAL	← FK
CINDER	→ ↓ ↘ ANY KICK
B. ORCHID	↘ ↓ ↙ FP
RIPTOR	↘ ↓ ↙ QP
SABREWOLF	(←)→ MK
CHIEF THUNDER	→ ↘ ↓ ↙ ← ANY PUNCH
FULGORE	→ ↓ ↘ ANY PUNCH

## PRESS/RELEASE

Press/Release moves are furious assaults that are extremely difficult to break. Even if your opponent knows which attack buttons you are using, chances are he won't be able to block or execute a combo breaker in time. When you perform a press/release move properly, the score display will wiggle just a bit as your bonus is tallied.



## DASH COUNTER

Use a dash counter to stop your charging opponents dead in their tracks. Each character has at least one special move that functions as a dash counter. For a real surprise, try using one as an opener. These moves include Fulgore's Eyelaser, Jago's Laser Sword, and Riptor's Flamebreath attacks.



CHARACTER	MOVE
T.J. COMBO	(+) → QP or (→) ← QP
JAGO	↘ ↓ ↙ FP
GLACIUS	↘ ↓ ↙ QP
SPINAL	(+) → MP
CINDER	← ← QP
B. ORCHID	↘ ↓ ↙ QP
RIPTOR	↘ ↓ ↙ FP
SABREWULF	(+) → MK
CHIEF THUNDER	→ ↘ ↓ ↙ ← QP
FULGORE	↘ ↓ ↙ FK

## PROJECTILE COUNTER

Each character has a special move that doubles as a projectile counter, protecting you from fireballs and other airborne assaults. Sabrewulf's Sabreroll, Spinal's Footslide, Cinder's Mirage and B. Orchid's Fire Cat are all projectile counters.

CHARACTER	MOVE
T.J. COMBO	(+) → MP
JAGO	↘ ↓ ↙ FK
GLACIUS	↘ ↓ ↙ QK
SPINAL	← QP
CINDER	→ ↘ ↓ ↙ ← MP
B. ORCHID	(+) → ANY PUNCH
RIPTOR	(+) → ANY KICK
SABREWULF	(+) → QK or FK
CHIEF THUNDER	(+) → ANY PUNCH
FULGORE	↓ ↙ ← ANY PUNCH



## DASH REVERSALS

The best KI players always keep their victims guessing. Predictability leads to a quick and often humiliating defeat. One technique for attaining victory is the frequent use of fake-outs, or attacks that leave your foe blocking in the wrong places. Experiment and develop your own fake-out moves.



## MULTIPLE SMALL COMBOS

One day in the not-so-distant future, you'll probably find yourself pitted against a combo breaking fiend, a killer player with fingers quick enough to break all your biggest and best combinations. In this situation, victory depends on your ability to get back to basics.

Slay these dexterous giants with a rapid series of Triple and Super Combos. While these small combos deliver less damage, they are often too fast to break.

CHARACTER	Start With	End With
T.J. COMBO	(←)→ FP	← + FK, ← + QP ← + MP, ← + FP
	(←)→ MP	(←)→ MK
GLACIUS	↓ ↘ → FK ↓ ↘ → MK ↓ ↘ → QK	↓ ↘ → MK ↓ ↘ → FK ↓ ↘ → QK
SPINAL	→ → FP	← FK ← + MP
CINDER	→ → FP IN AIR	← + FP
RIPTOR	(←)→ PUNCH	← FP ← MK ← QK
	(←)→ FK	↓ ↘ ← PUNCH ↘ ↓ ↘ FK
SABREWULF	(←)→ MK	← QK ← FK ← MK
CHIEF THUNDER	→ ↘ ↓ ↘ ← FP	→ FP
FULGORE	(←)→ KICK	→ ↓ ↘ QP
JAGO	↘ ↓ ↘ FK	→ (R) FK



## POST-COMBO BREAKERS

Players may enter a post-combo breaker move after successfully executing a combo breaker. Post-combo breakers turn the tables on your opponent and help you gain the advantage.



CHARACTER	MOVE
TJ COMBO	(←)→FP
JAGO	(P)MP, ↓↘→(R)MP (P)FP, ↓↘→(R)FP
SPINAL	↓↘→QP (←)→MP
CINDER	↓↘→FP ↓↘↓↙←QP (P)QP↓↘↓↙←(R)QP
B. ORCHID	↓↘→QP
RIPTOR	(P)MP↓↙←(R)MP ↓↙←QP
SABREWULF	(←)→FK (←)→QK (←)→PUNCH
CHIEF THUNDER	(P)MK↓↘→(R)MK
FULGORE	↓↘→QP
GLACIUS	(P)QP↓↘→(R)QP ↓↘→FK

## OTHER SPECIAL ABILITIES

### SABREWULF

Sabrewulf's Howl doubles as an energy recharge. Stand away from your opponent and tap Down-Toward, Down, Down-Back and press Fierce Kick.



### SPINAL

Spinal can launch a Super Searing Skull after he has absorbed a projectile thrown by his opponent. Absorb an inbound missile, then tap Back, Down-Back, Down, Down-Toward, Toward and, finally, press the Fierce Punch Button.



# PSYCHO

## COMBOS

If you've read all the rest, it's time to learn the best. The following are unique

and outrageous Psycho Combos designed by the pros in Nintendo's product development center. You won't find these Psycho Combos printed anywhere else! These attacks are rated according to their weakness against combo breakers—the higher the Breakability factor, the harder to break—and complexity (Difficulty level).



### SAGO

Stand across screen, Quick Fireball, Double-hit Pierce Wind Kick, Quick Tiger Fury, Press/Release Medium Endokuken Juggle.

**Breakability: 4**

**Difficulty: 5**

**# of Hits: 6**



Back and FL LaserMace, Ducking HP Press/Release Medium Endokuken Juggle

**Breakability: not**

**Difficulty: 4**

**# of Hits: 4**



### CHIEF THUNDER

Jump-In Medium Punch, FL Medium Tornado, FL Medium Sammamish, Quick Phoenix Juggle. (The Infamous "Slowdown" Combo!)

**Breakability: 2**

**Difficulty: 4**

**# of Hits: 13**

Quick Sammamish, FL Quick Phoenix Juggle

**Breakability: not**

**Difficulty: 5**

**# of Hits: 4**



## 11 COMBO

Triple Hit, Medium Rollercoaster, Reverse Quick Spinfast, MH, Reverse Quick Spinfast, MH, Reverse Quick Spinfast, Quick Spinfast, Powerline Juggle

**Breakability: 1      Difficulty: 2      # of Hits: 20**

Quick Spinfast, QP, Reverse Quick Spinfast, QP, Quick Spinfast (One button only)

**Breakability: 1      Difficulty: 1      # of Hits: 13**

One hit Rollercoaster, Back and MP, Powerline Juggle

**Breakability: not      Difficulty: 3      # of Hits: 3**

Top Attack, Down and FP, Powerline

**Breakability: not      Difficulty: 3      # of Hits: 3**

Down-Back and FP, Powerline, FH, Reverse Spinfast, Powerline

**Breakability: not      Difficulty: 3      # of Hits: 5**



## 15. ORCHID

Stand across screen, Fierce Flk Flk (so that only the third kick hits), QP, Fierce Flk Flk, QP, Fierce Flk Flk, QP, Back and MH, QP, Fierce Flk Flk, QP, Angus Grr, Fireball Juggle

**Breakability: 1      Difficulty: 3      # of Hits: 32**

Ich Me San, QH, Ich Me San, QH, back and MH, QP, Angus Grr, Fireball Juggle

**Breakability: 2      Difficulty: 4      # of Hits: 22**

Medium Fire Cat, Medium Ich, Back and FH

**Breakability: not      Difficulty: 3      # of Hits: 5**



## SPINAL

Any jump-in combo, Reverse Soulsword (...but here's the catch. You must "stall" the jump-in combo a split second before doing the linker so that it breaks up before the linker hits), FP, Soulsword, FP, Reverse Soulsword, FP, Fierce Boneshaker

**Breakability: 1      Difficulty: 3      # of Hits: 18**

Back and MP, Fierce Boneshaker, Footslide

**Breakability: not      Difficulty: 3      # of Hits: 3**





## FULGOR

Towards and FK, Medium Plasmashce

**Breakability: not      Difficulty: 4      # of Hits: 3**

Ugelaser, MP, Egelaser, Fierce Plasmashce

**Breakability: 3      Difficulty: 3      # of Hits: 8**



## RIPTOR

Duck Riptor Rage, MP, Dragon Breath, QR, Fireball Juggle

**Breakability: 4      Difficulty: 3      # of Hits: 6**

Top Attack, Uppercut Slash, Fireball Juggle

**Breakability: not      Difficulty: 3      # of Hits: 3**



## GLADIUS

Back and FK, Fierce Cold Shoulder, FK, Ice Lance, Fierce Liquidize Juggle (40 Percent Damage)

**Breakability: not      Difficulty: 5      # of Hits: 5**





## SABREWULF

Medium Sabrespin, Sabrecut

**Breakability: not**      **Difficulty: 3**      **# of Hits: 3**

Round, Quick Back and PP Sabrecut, Sabrespins, Juggle

**Breakability: not**      **Difficulty: 5**      **# of Hits: 5**



## CINDER

Medium Tranblazer, QP, Pierce Tranblazer, QH, Heatfist, QH, Quick Fireflash, Tranblazer Juggle

**Breakability: 2**      **Difficulty: 3**      **# of Hits: 17**

Back and PP, Medium Fireflash

**Breakability: not**      **Difficulty: 2**      **# of Hits: 4**



## EYEDOL

Head Charge, PP Head Charge, PP Club swing, Head Charge Juggle

**Breakability: 1**      **Difficulty: 2**      **# of Hits: 13**



**JOIN THE NINTENDO POWER SUPER POWER CLUB  
NOW & GET A FREE FULGORE POSTER!**



YOU'VE PICKED UP A FEW TIPS FROM THIS PLAYER'S GUIDE SO YOU ALREADY KNOW THAT A STEADY EYE AND A FAST THUMB AREN'T ENOUGH. UNLESS YOU'VE GOT A LITTLE **INSIDE INFO** YOU'RE IN FOR A WHOLE LOT OF PUNISHMENT. BUT LUCKILY THERE IS ONE TIP THAT'LL HELP WITH ANY GAME YOU THROW

INTO YOUR SYSTEM. JUST SUBSCRIBE TO **NINTENDO POWER** AND YOU'LL SCORE THE WORLD'S BEST VIDEO GAME MAGAZINE EVERY MONTH. IT'S

PACKED SOLID WITH TIPS, CODES, **FULL COLOR MAPS AND**

**REVIEWS** OF THE HOTTEST GAMES. WE'RE TALKING MORE

GAME ACTION THAN ANY MAGAZINE YOU'VE EVER SEEN.

PLUS, JUST TRY TO NAME ANY OTHER MAG THAT GIVES YOU

**GAME PAK COUPONS** AND THE CHANCE TO ORDER KI

**ONLY  
EIGHTEEN  
BUCKS**

GEAR FROM THE SUPER POWER SUPPLIES

CATALOG. ONLY YOUR SUBSCRIPTION

AND AUTOMATIC CLUB MEMBERSHIP

GETS YOU ALL THAT PLUS A FULGORE POSTER--AND IT'S

ALL **JUST \$18!\*** SO DON'T THANK US FOR THE TIP. JUST

GET ON THE PHONE, CALL 1-800-255-3700, ASK FOR OFFER #2229 AND GET A

SIX FEET FULL DOOR FULGORE POSTER FREE!\*



\*Residents of Canada pay \$25 Canadian funds

\*\*Offer good while supplies last

## THIS BOOK IS A KILLER.

Don't kid yourself. Power, speed and skill are not enough. The secret to winning is combos, and we've got 'em all! All the tricks. All the moves. All the combos you've ever seen in the arcade are here in this little black book. Ultra combos. Ultimate combos. We've even got new, exclusive combos straight from the developers! (You know, insider info stuff!)

## THIS IS THE EDGE YOU NEED.

Need a good opener for Jago? It's in here. Wanna see B. Orchid boogie? It's in here. Feel like ripping out one of our never-before-seen Unbreakable combos? They're in here! Now you can have all the combos you'll ever need to win. Unless, of course, your opponent reads this book before you do!



45496 69092



# RETROMAGS

Our goal is to preserve classic video game magazines from years gone by, before they are lost forever.



Thanks goes out to everyone who makes this possible. Starting with the original writers and editors, to all the people involved in acquiring and digitizing these magazines.



People interested in helping us out, in whichever way possible. Either by donating magazines, scanning, editing or helping in the distribution, visit us as [www.retromags.com](http://www.retromags.com)



We are only interested in preserving magazines which are at least 5 years out of print.



We have no desire, nor intent to profit from these scans in any way.



So please,  
If you come across people trying  
to sell these releases,

**DO NOT SUPPORT THEM!**

**THANK YOU!**

